

**AHERA Assessment (cont)**

Damage Assessment: DAMAGED - Approximately 8 to 10% distributed damage.

Material Category: Damaged Friable Surfacing ACM

Potential for Disturbance: High – operation and maintenance of the mechanical equipment places maintenance staff in close and frequent contact with the acoustical spray finish.

Freq. of Potential Contact: Low – for general building occupants. High – for maintenance staff assigned to boiler room duties.

Influence of Vibration: High due to abundance of operational mechanical equipment housed in the boiler room.

Potential for Air Erosion: Minimal – Neither supply nor return air are supplied to the room.

Overall Rating: Potential for Future Damage

**Contamination Assessment**

Dust Samples: One micro-vacuum settled dust sample was collected and analyzed from horizontal surface situated directly beneath the acoustical spray finish. Observations (relative to morphology, matrix and color) made at the time of dust collection confirmed that the dust and debris collected in the samples were from delaminated/dislodged acoustical spray applied directly above the vacuumed surface. Analysis of this dust sample indicates extreme contamination based on a calculated asbestos concentration of 20.1 billion asbestos fibers per square foot. Refer to table below:

Sample #	Sample Date	General Sample Location	Sample Surface	Asbestos Structures Counted	Asbestos (Conc.) Str/Ft <sup>2</sup>	Asbestos (Conc.) Str/Cm <sup>2</sup>	Relative Contamination Level
1	9/7/2006	ASH Vocational/Maintenance Shop - Boiler Room	top of metal support bracing for tank	100	2.01x10 <sup>10</sup>	2.16x10 <sup>7</sup>	Extreme

Photographs: ASH – Vocational /Maintenance Shop Building (Boiler Room)

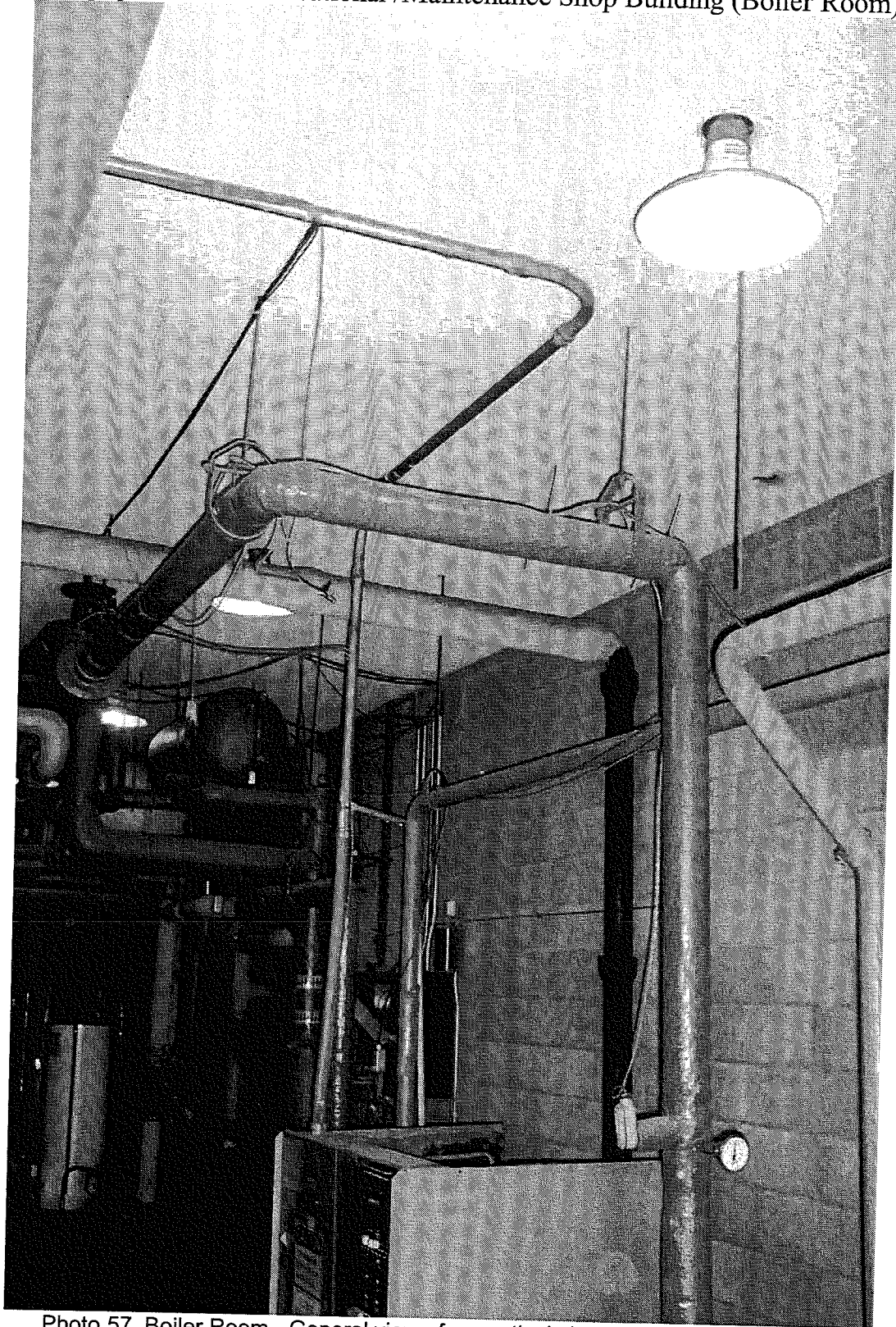


Photo 57. Boiler Room - General view of acoustical plaster ceiling in boiler room

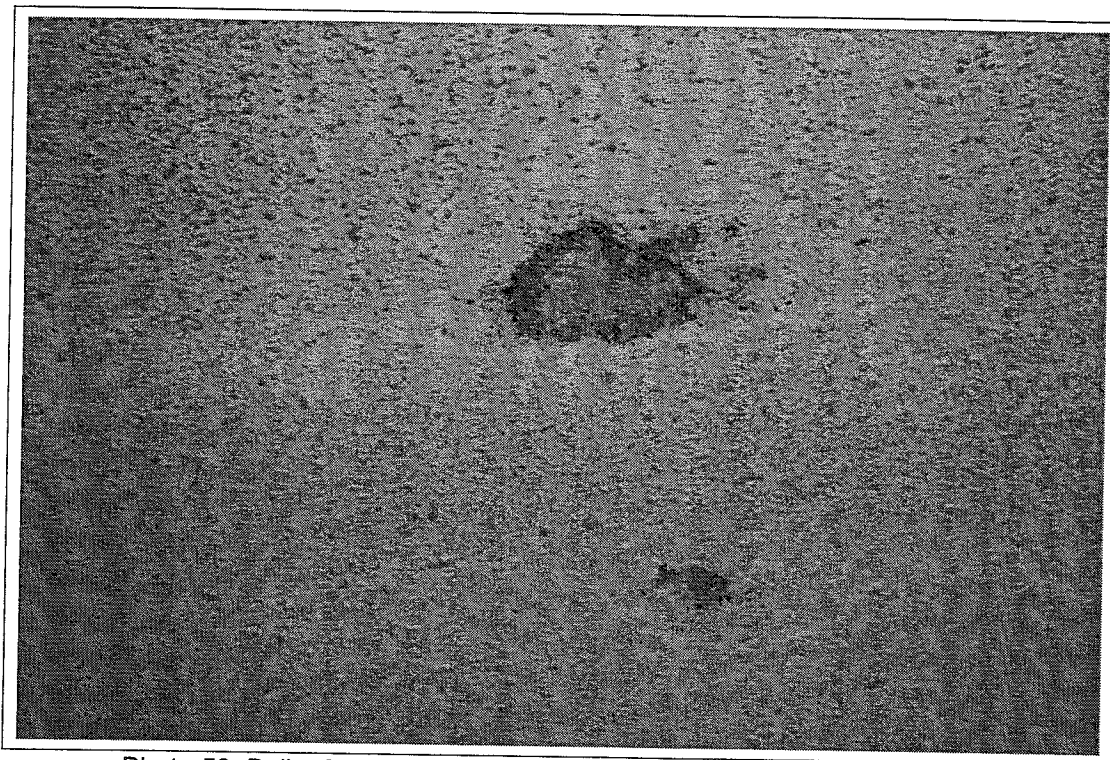


Photo 58. Boiler Room - Close-up of damaged acoustical plaster ceiling

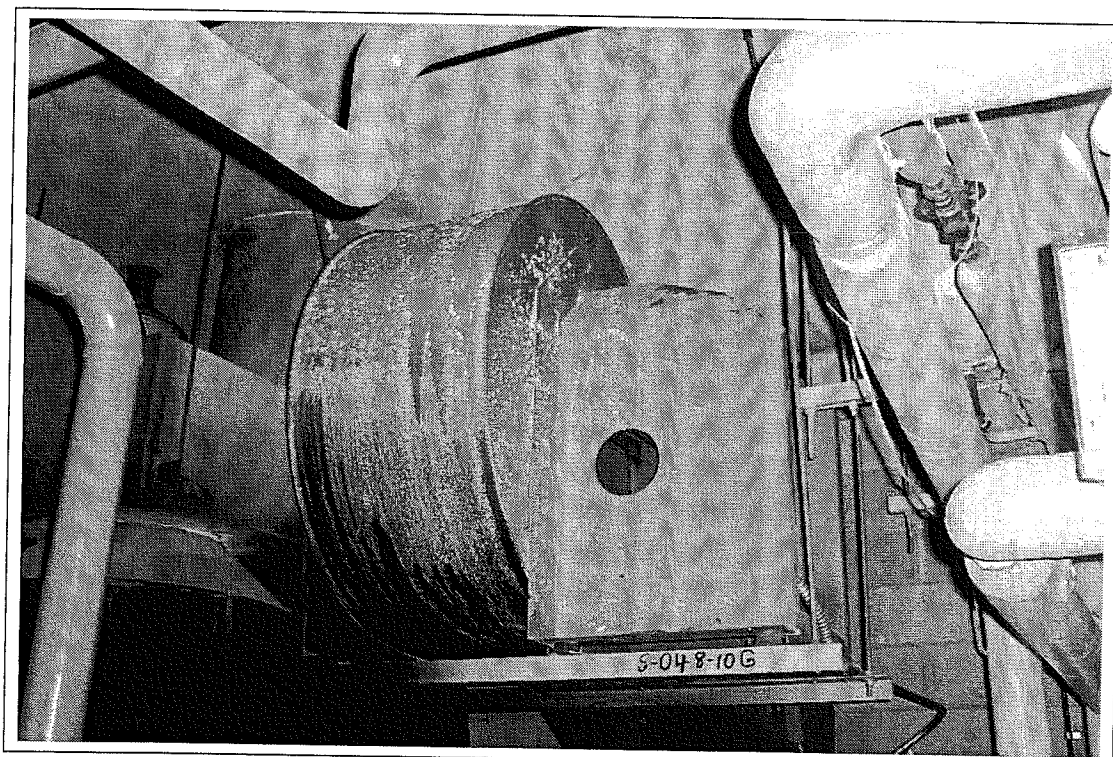


Photo 59. Boiler Room - Delaminated acoustical plaster dust and debris on mechanical equipment